

WORLD DARTS FEDERATION

EUROPE CUP

Format and Playing Rules

Seventeenth revised edition



A Full Member of GAISF and AIMS



Committed to compliance with the WADA World Anti-Doping Code

Sample collection could occur at any time as required by WDF

DEFINITION

WDF	Shall mean the World Darts Federation, or the Executive of the World Darts Federation, the governing body for the Sport of Darts throughout the World.
Organisers	Shall mean the World Darts Federation, its Executive, or a darts body or it's appointed organisers to carry out functions in relation to a darts tournament.
Player	Shall include the singular and plural, teams as well as individuals, males and females.
Referee	Shall mean the person appointed to take charge of match play at a matchboard, or on stage. A Referee may also act as a Marker, or Caller for the match.
Marker	Shall mean the person appointed to mark the scores made and the scores remaining on the scoreboard. Except for staged match play, the Marker may act as the Caller for the match.
Match	Shall mean the total play between two players; sometimes referred to as a 'game'. A match may be divided into sets.
Leg	Shall mean the minimum element of a match in which there is a full round of play with a winner and a loser. A leg shall constitute a match when the match is not divided into legs or sets. The number of legs in a set or match must be odd.
Set	Shall mean that part of a match that consists of an odd number of legs. The number of sets in a match must be odd. The winner of a set is the player winning the majority of legs in that set. The winner of the match is the player winning the majority of the sets in that match.

1. GENERAL

- 1.01 The Playing Rules and Format for the WDF Europe Cup listed below are a set of rules created especially for the WDF Europe Cup. These rules are not comprehensive and must, at all times, be read in conjunction with the WDF Playing and Tournament Rules and Bye-Laws.
- 1.02 The proposed official tournament invitation shall be submitted to the WDF Executive by the WDF Tournament Director four (4) months before the scheduled date of the WDF Europe Cup. On approval by the WDF, the WDF Tournament Director shall circulate the invitation and documents to all WDF European members. The documents will also be placed in the Members Login area of the WDF website.
- 1.03 The closing date for entries will be shown on the entry form and must be strictly adhered to. All entry forms, player biographies, and accommodation reservations must be in the hands of the host organisers and the WDF Tournament Director by the specified closing date.
- 1.04 The WDF Executive will make all decisions and retain complete responsibility for all aspects of the WDF Europe Cup.

2. PLAYERS

- 2.01 All players must be eligible to play for their country and shall be selected by the respective Full Member European Darts Body for that country, by any such method that they themselves determine.
- 2.02 All selected players must comply with the WDF Eligibility Rule (see WDF Bye-Law 7.05).
- 2.03 It is the responsibility of the officials of the player's respective WDF Member Darts Body to check and properly verify that all players entered for the WDF Europe Cup fully comply with the WDF Eligibility Rule.
It is permissible for youth players to participate in both the Europe Cup Youth and the Europe Cup Senior events in the same year.
- 2.04 In cases where teams require Visas to enter the host country, written proof that visas have been obtained will be required before teams can be entered into the draw. Written confirmation must be sent to the WDF Tournament Director by email at least fourteen (14) days before the start of the tournament.

Countries that do not supply the required documentation, will not be entered into the draw. The WDF will not accept any responsibility or liability for any costs incurred for teams which are not included in the draw because they have failed to obtain the necessary visas within the stipulated time.

3. COMPOSITION

- 3.01 The WDF Europe Cup shall consist of two (2) separate tournaments.
(a) The Men's Europe Cup
(b) The Women's Europe Cup
- 3.02 Each tournament shall consist of a Four Person Team Event, (Team Event), a Pairs Event and a Singles Event.
- 3.03 Each European WDF member country may enter one men's team consisting of four (4) players and one women's team consisting of four (4) players.
(a) A country may enter a maximum of one team in each tournament
(b) A country may choose to enter only one team (either Men or Women)

4. PLAYING FORMAT

4.01 Singles

All games shall be played as 501 up, straight start and double to finish.

Opening rounds: Best of seven (7) legs each 501 up, straight start, finish on a double or bull.

- (a) Quarterfinals: Men and Women best of nine (9) legs
(b) Semi-Finals: Men and Women best of eleven (11) legs
(c) Final: Men and Women best of thirteen (13) legs

4.02 Pairs

All games shall be played as 501 up, straight start and double to finish.

Opening rounds: Best of seven (7) legs each 501 up, straight start, finish on a double or bull.

(a) Semi-Finals: Men and Women best of nine (9) legs

(b) Final: Men and Women best of eleven (11) legs

4.03 Team Events

All games shall be played as 501 up, straight start and double to finish.

(a) The playing format will be best of seventeen (17) legs, each 501 up, with a straight start and a double or bull to finish

(b) All matches will terminate when one team wins nine (9) legs.

5. SEEDING

5.01 Only the Men's and Women's Team Events will use seedings.

5.02 All countries entering the Men's and Women's WDF Europe Cup's will be ranked, (separately), based on the total number of points gained in the previous three (3) WDF Europe Cup tournaments.

In the event of two or more countries having the same total number of points, ranking positions will be decided by looking at the total points gained over the last two (2) WDF Europe Cups.

In the event of two (2) or more countries still having the same number of points, ranking positions will be decided by looking at the total points gained at the last WDF Europe Cup.

Should this not be conclusive then a random draw will be made.

6. DRAW

General Rules

6.01 The order of play for all matches in all events will be determined automatically by the official WDF computer software programme.

6.02 All Singles and Pairs events will be drawn and published 48 hours before the scheduled start of the first event of the WDF Europe Cup.

Men's and Women's Singles and Pairs

6.03 The Singles and Pairs events shall be straight knockout with no players or pairs being seeded

6.04 The draw shall be conducted in such a way that in the first round of match-play, no country shall meet another country more than once.

6.05 The draw shall be conducted in such a way that in the singles event one player from each country will be drawn into each quarter of the draw.

6.06 The draw shall be conducted in such a way that one pair from each country will be drawn into each half of the draw.

6.07 Where required, byes will be distributed throughout the draw.

6.08 The differential of "Byes" between countries shall not be greater than one (1).

6.09 Should any player or pair withdraw or be disqualified after the draw has been made, but before the event has begun, the opposition player or pair will receive a bye into the next round

(a) Where a withdrawal or disqualification results in a first-round game becoming Bye v Bye, the player or pair in the match that will provide the next opponent for the Bye, will be moved as shown below

Original Draw		Draw After Player 1 Withdraws		Revised Draw After Player 1 Withdraws	
Player 1		Bye		Player 2	
Bye		Bye		Bye	
Player 2		Player 2		Player 3	
Player 3		Player 3		Bye	

6.10 Should any player or pair withdraw or be disqualified after the draw has been made and after the event has begun, the opposition player or pair will receive a bye into to the next round

Men's and Women's Team Event

- 6.11 Team Event Round Robin groups will be drawn as a part of the Opening Ceremony at the WDF Europe Cup
- 6.12 All Round Robin groups will consist of a minimum of three (3) and a maximum of six (6) teams.
- 6.13 The number of teams entered into each tournament will determine the number of groups required for any Round Robin event:
- (a) 6 – 12 teams competing – Two (2) groups
 - (b) 13 – 24 teams competing – Four (4) groups
 - (c) 25 – 48 teams competing – Eight (8) groups
 - (d) 49 – 96 teams competing – Sixteen (16) groups
- 6.14 The eight highest ranked countries will be seeded and will be placed in groups for the Men's and Women's Team Events using the following formulae:

Two Groups

Group 1	Group 2
1, 4, 5 and 8	2, 3, 6 and 7

Four Groups:

Group 1	Group 2	Group 3	Group 4
1 and 8	4 and 5	3 and 6	2 and 7

Eight Groups:

Group 1	Group 2	Group 3	Group 4	Group 5	Group 6	Group 7	Group 8
1	8	5	4	3	6	7	2

Sixteen Groups:

Group 1	Group 4	Group 5	Group 8	Group 9	Group 12	Group 13	Group 16
1	8	5	4	3	6	7	2

- 6.15 All non-seeded countries will be drawn into groups as detailed below:

Four Country Groups (max of 24 countries)

- (a) Countries ranked 9-12 will be drawn from Pot A and placed in groups in the order 1 (one) through to 4 (four)
- (b) Countries ranked 13-16 will be drawn from Pot B and placed in groups in the order 1 (one) through to 4 (four)
- (c) Countries ranked 17-20 will be drawn from Pot C and placed in groups in the order 1 (one) through to 4 (four)
- (d) Countries ranked 21-24 will be drawn from Pot D and placed in groups in the order 1 (one) through to 4 (four)
- (e) The final pot required will also contain the byes required to take the number of competitors, (countries plus byes), in the pot to four (4)

Eight Country Groups (max of 48 countries)

- (a) Countries ranked 9-16 will be drawn from Pot A and placed in groups in the order 1 (one) through to 8 (eight)
- (b) Countries ranked 17-24 will be drawn from Pot B and placed in groups in the order 1 (one) through to 8 (eight)
- (c) Countries ranked 25-32 will be drawn from Pot C and placed in groups in the order 1 (one) through to 8 (eight)
- (d) Countries ranked 33-40 will be drawn from Pot D and placed in groups in the order 1 (one) through to 8 (eight)
- (e) Countries ranked 41-48 will be drawn from Pot E and placed in groups in the order 1 (one) through to 8 (eight)
- (f) The final pot required will also contain the byes required to take the number of competitors, (countries plus byes), in the pot to eight (8)

Sixteen Country Groups (49-96 teams)

- (a) Countries ranked 9-16 will be drawn from Pot A and placed in groups 2, 3, 6, 7, 10, 11, 14 and 15 in that order
- (b) Countries ranked 17-32 will be drawn from Pot B and placed in groups in the order 1 (one) through to 16 (sixteen)
- (c) Countries ranked 33-48 will be drawn from Pot C and placed in groups in the order 1 (one) through to 16 (sixteen)
- (d) Countries ranked 49-64 will be drawn from Pot D and placed in groups in the order 1 (one) through to 16 (sixteen)
- (e) Countries ranked 65-80 will be drawn from Pot E and placed in groups in the order 1 (one) through to 16 (sixteen)
- (f) Countries ranked 81-96 will be drawn from Pot F and placed in groups in the order 1 (one) through to 16 (sixteen)
- (g) The final pot required will also contain the number of byes required to take the number of competitors, (countries and byes), in the pot to sixteen (16)

- 6.16 Should a seeded country withdraw from the tournament after the draw is made the group will be played without a seeded country.
- 6.17 Two teams will qualify from each group, for the knockout stages

Withdrawal/Disqualifications

- 6.18 Should a team withdraw from the tournament after the draw has been made, the group will be played with just the remaining teams.
 - (a) Where a team withdrawal leaves a group with two (2), competitors less than any other group, the lowest ranked country in the group with most countries will be moved to the group from which the withdrawal came

Where there are two (2) or more groups left with two (2), countries more than the group from which the withdrawal came, the lowest ranked countries from each of these groups will be entered into a draw to determine the country that moves to the groups from which the withdrawals came
- 6.19 Once play in a group has begun, should any team withdraw or be disqualified, all matches against the team that withdrew or were disqualified will be recorded as "win to nil" to the opposing team, irrespective of whether games have been played against the team that withdrew or was disqualified.

7. PLAYING SCHEDULE

The Playing Schedule will be finalised by the WDF Executive based on the number of entries.

8. DARTBOARDS

- 8.01 A sufficient number of match boards will be provided so as to meet the requirements of the tournament. A minimum of four (4), practice boards will be provided for use by players partaking in the tournament

9. THROWING ORDER

- 9.01 In all events countries shall designate the order of throw of the players on the entry form submitted on the WDF Europe Cup entry form. The order will not be changed during any event.
- 9.02 The designated Board Official will arrive at the match board in good time before the start of a match with the match card and/or sheet. The match card and/or sheet will contain the names of the players, pairs or teams who shall play in the match, their country, the board number and the scheduled starting time of the match.

- 9.03 The match card will also indicate the order of play and the throwing order. The match card will also clearly indicate which player, pair or team shall start the match. It is the team managers' collective responsibility to verify that the printed match card and/or sheet have been correctly produced prior to starting the match in question.
- 9.04 The player, pair or team indicated on the match card shall throw first in the first leg and alternate legs thereafter.
- 9.05 If it is discovered that a player has thrown out of order the leg shall be stopped immediately and replayed using the correct throwing order. The player concerned shall receive a warning. If the leg has been completed and a subsequent leg has already started, the result of that leg shall stand. Should the same player, or another player from that pair/team throw out of order in a subsequent leg of the same match that leg will be forfeited.

10. PRACTICE DARTS

- 10.01 Each player is entitled to six (6) practice darts on the assigned matchboard prior to a match. No practice darts may be thrown on the match board during any floor matches. Practice darts during "stage" matches are permitted only after players have returned to the stage after a break, and then only after permission has been given by the Stage Referee.

The only exception to this rule occurs in Team Events after all players have played one leg (legs 1 to 4). From the fifth leg onwards each player shall only be entitled to three practice darts before starting the leg.

- 10.02 No practice shall be allowed on unassigned matchboards without the express permission of the Floor Manager after an event has started. Practice boards shall be provided for the exclusive use of the players.

11. SCORING

- 11.01 The scoring during match play must show the points scored and the points left for each player/team:

Player A		Player B	
	501		501
100	401	85	416
95	306	140	276
45	261	60	216
81	180	121	95
60	120	59	36
100	20	18	18

12. REPLACEMENTS DUE TO ABSENTEEISM

- 12.01 Players who are unable to attend the WDF Europe Cup may be replaced. Replacements will be permitted until 30 minutes before the scheduled start time on Day One of the tournament.

Countries wishing to make replacements must inform the WDF Executive as soon as possible providing the names of the absent player and the name of the substitute.

Pairs and Team line-ups throwing order may not be changed as a result of a replacement.

13. SUBSTITUTION DURING MATCH PLAY

- 13.01 In the Team and Pairs events a player may be substituted if unable to continue for a "bona-fide" reason. In such cases one substitute will be permitted. A substitution can only be made before the start of a match and can only be an individual who has not already played in the current WDF Europe Cup. Should the substituted player become fit to resume play at a later stage of the event that player shall be reinstated.

All substitutions will be vetted by the WDF before approval is given.

14. MATCH TIE-BREAK

- 14.01 In all matches where a tie-break leg is played, the following procedures shall be followed
- (a) In Singles matches the player who started the match shall throw first for the bull.
 - (b) In Pairs matches the first player named on the Match Sheet shall throw first for the bull. Only the first player named on the Match Sheet shall partake in throwing for the bull.
 - (c) In Team matches a nominated player from each team shall throw for the bull. The player nominated from the team which started the match, shall throw first for the bull

All darts thrown at the Bull count.

Any dart which enters the Bull or "25" sector shall be removed before the opposing player throws. In the event of equal darts, the throw shall be retaken, in the reverse order, until a decision is reached. Any dart which does not remain in the board shall be thrown again immediately and before the opponent takes their throw.

The player throwing second can ask for the first player's dart to be straightened. Straightening must be conducted by the Marker or a Floor Manager. The Marker or Floor Manager places their finger underneath the thrown dart, removes the dart and replaces the dart in the same place but horizontally.

15. ROUND ROBIN GROUP QUALIFICATION

- 15.01 One (1) "Round Robin Group Point" will be allocated for every match won during Round-Robin Match-play. These points will only be used to determine finishing positions in the Round Robin Group stages and will not count towards a country's Europe Cup Youth Championship overall points total, (see Section 16)
- 15.02 If two (2) teams have the same number of points, leg difference will be used to determine the higher placed team
- 15.03 Should leg difference be equal, the result of the match played between the two tied teams will be used to determine the higher placed team
- 15.04 If three (3) or more teams are tied on the same number of points, leg difference will be used to determine the higher placed team
- 15.05 Should leg difference be equal, points and then leg difference in the results between the tied teams (excluding other teams in the group), will be used to determine the higher placed team
- 15.06 Where teams cannot be separated, one tie-break leg will be played
- (a) Team Managers will select a player to play the tie-break
 - (b) All players shall play on one board.
 - (c) The throwing order shall be established by a Bull throw. Lots will be drawn to decide the order of the throw for the Bull.
 - (d) The winner of the leg qualifies from the group
 - (e) Where two qualifiers are required, the leg continues with the remaining players until a second player has finished their leg
- 15.07 Knockout stages will be deemed to have started at the point that the knockout stage draw is published
- 15.08 Should any team withdraw or be disqualified in the knockout stages, the opponents will receive a bye to the next round

15.09 The Knock-out brackets following Group Round Robin events read as follows:

For Four Team Groups

- 1) Winner Group 1 v Runner Up Group 4
- 2) Winner Group 2 v Runner Up Group 3
- 3) Winner Group 3 v Runner Up Group 2
- 4) Winner Group 4 v Runner Up Group 1

For Eight Team Groups:

- 1). Winner Group 1 v Runner Up Group 7
- 2). Winner Group 2 v Runner Up Group 8
- 3). Winner Group 3 v Runner Up Group 5
- 4). Winner Group 4 v Runner Up Group 6
- 5). Winner Group 5 v Runner Up Group 3
- 6). Winner Group 6 v Runner Up Group 4
- 7). Winner Group 7 v Runner Up Group 1
- 8). Winner Group 8 v Runner Up Group 2

For Sixteen Team Groups

- 1). Winner Group 1 v Runner Up Group 14
- 2). Winner Group 2 v Runner Up Group 11
- 3). Winner Group 3 v Runner Up Group 10
- 4). Winner Group 4 v Runner Up Group 13
- 5). Winner Group 5 v Runner Up Group 9
- 6). Winner Group 6 v Runner Up Group 15
- 7). Winner Group 7 v Runner Up Group 12
- 8). Winner Group 8 v Runner Up Group 16
- 9). Winner Group 9 v Runner Up Group 4
- 10). Winner Group 10 v Runner Up Group 2
- 11). Winner Group 11 v Runner Up Group 5
- 12). Winner Group 12 v Runner Up Group 8
- 13). Winner Group 13 v Runner Up Group 7
- 14). Winner Group 14 v Runner Up Group 3
- 15). Winner Group 15 v Runner Up Group 1
- 16). Winner Group 16 v Runner Up Group 6

16. POINTS ALLOCATION

16.01 Countries can earn points that go towards the overall Europe Cup Championship in two ways:

Round Robin Group Points

Points shall be awarded based on the final position in the Round Robin Group Table

- (a) When Groups consist of three (3) **OR** three (3) and four (4) Players, Pairs or Teams:
Winner – 5 points
Runner Up – 3 points
Third and fourth – 1 point
- (b) When Groups consist of four (4) **OR** four (4) and five (5) Players, Pairs or Teams:
Winner – 7 points
Runner Up – 5 points
Third – 3 points
Fourth and fifth – 1 point
- (c) When Groups consist of five (5) **OR** five (5) and six (6) Players, Pairs or Teams:
Winner – 9 points
Runner Up – 7 points
Third – 5 points
Fourth – 3 points
Fifth and sixth – 1 point

Knockout Stage Points

16.02 Knockout Stage points will only be awarded to teams reaching the Knockout stages of events

16.03 Knockout Stage points will be allocated to countries as follows based on the finishing position of players, pairs and teams in events:

Singles Events

- First Place – 28 points
- Second Place – 21 points
- Joint Third Place – 15 points
- Joint Fifth place – 10 points
- Joint Ninth place – 6 points
- Joint Seventeenth place – 3 points
- Joint Thirty-Third place – 1 point

Pairs Events

- First Place – 42 points
- Second Place – 30 points
- Joint Third place – 20 points
- Joint Fifth place – 12 points
- Joint Ninth place – 6 points
- Joint Seventeenth place – 2 points

Team Events

First Place – 58 points

Second Place – 38 points

Joint Third Place – 22 points

Joint Fifth place – 10 points

Joint Ninth place – 4 points

Joint Seventeenth place – 2 points

Joint Thirty-Third place – 1 point

- 16.04 The country achieving the highest total of points from all three events shall be crowned the WDF Europe Cup Champions.
- 16.05 In the event of a tie for first place all four Men or all four Women from each country will play as a team in one (1) tie-break leg of 1,001 against all other teams involved in the tie-break to determine the WDF Europe Cup champions.
- (a) All countries will play on one board
- (b) The throwing order shall be established by a throw for the bull
Lots will be drawn to decide the order of the throw for the bull
Only the first player named in each team shall throw for the bull
- In the event of a tie for second or third place, those countries shall be declared Joint WDF Europe Cup Youth Runners Up or Third Placed countries
- 16.06 Gold, Silver and Bronze medals will be awarded to the winners, the runners-up and the joint third places in each men's and women's event.
- 16.07 Gold, Silver and Bronze medals will be awarded to the tournament winners, runners-up, and third placed teams. An additional medal will be awarded to one (1), Team Manager from each of the three best overall countries in both the Men's and Women's tournaments.

17. PLAYING ATTIRE

- 17.01 In a WDF Europe Cup all players representing their country shall wear the approved playing attire or uniform of their country at the opening ceremony, during the tournament itself (at least until eliminated from all events), and at the closing and awards ceremony.
- 17.02 Team players must be uniformly attired, i.e. all team shirts, blouses, dresses, skirts or trousers shall be in uniform colours and styles for that team.
- 17.03 Dark, enclosed footwear must be worn at all times during match-play, award presentations, and all official ceremonies relating to the event. They shall be of a colour and style in keeping with the approved playing attire. Flashing devices and luminescent strips are not permitted.
- 17.04 The playing attire of countries can bear four (4) pieces of advertising material, slogans, or logos relating to a marketable product or concern. If a country wishes to use more, they should get the approval of the organisers and the WDF.

Acceptable dimensions are:

- a) 6 x 1 inches, (15.24 x 2.54cm)
- b) 2.45 x 2.45 inches, (6.22 x 6.22cm)
- c) 4.55 x 1.33 inches, (11.55 x 3.38cm)
- d) 3 x 2 inches, (7.62 x 5.08cm)

Patches must be placed as follows:

- a) Upper right chest
- b) Lower right chest
- c) Upper left chest
- d) Lower left chest

- 17.05 In all WDF Europe Cup events the playing attire of all participating players and teams shall be subject to WDF approval. Any unacceptable playing attire must be challenged and where required, changed before that player/team can participate in any introductions, match-play, interviews, or presentations.
- 17.06 In all WDF Europe Cup events any player/team refusing to meet with WDF approval may be refused participation.
- 17.07 Players are not permitted to wear any article of clothing over their approved playing attire during match-play.
- 17.08 Players are permitted to wear sweatbands on their wrists.
- 17.09 No headgear shall be worn without the prior permission of the organisers. Exceptions may be allowed for medical or religious reasons.
- 17.10 No earphones/headsets shall be worn during match-play at any time without the prior permission of the organisers. An exception could be allowed for the need to use a hearing aid.

18. DISPUTES

- 18.01 In the instance of a dispute occurring during match-play the match concerned shall be stopped immediately. Both Team Managers shall then accompany the Board Official to the Floor Manager.
- (a) No disputes around issues that occurred during a match will be considered once that match has finished.
- 18.02 The Floor Manager will then make a ruling. All players shall remain at the matchboard. If the Floor Manager is unable to make a ruling, or if the ruling by the Floor Manager is disputed, it will be referred to the WDF Tournament Director.
- 18.03 In the instance of an appeal against a ruling made by the WDF Tournament Director the appeal shall be heard by the WDF Executive members who are present and available.
- 18.04 Any decision made by the WDF Executive members shall be final and binding.

19. TEAM MANAGERS MEETINGS

- 19.01 Prior to the start of match-play the WDF Executive shall hold a meeting for all Team Managers.
- 19.02 The WDF Executive will use this meeting to answer any questions around any of the tournament rules, and supply Team Managers with the latest information concerning the WDF Europe Cup.

20. COMPLIANCE WITH ANTI-DOPING RULES

- 20.01 All players and officials shall comply with the requirements laid down in the WDF Anti-Doping Rules.

21. COMPLIANCE WITH TV/STREAMING REQUIREMENTS

- 21.01 By competing in the WDF Europe Cup, all players agree to playing "live on TV/stream" when requested.

22. SMOKING AND DRINKING

- 22.01 The entire playing room shall be smoke free. In addition, the designated playing area shall be alcohol free.
- Any player found to be in breach of Clause 19.01 shall be liable to the forfeiture of the match during which the offence took place and shall be reported to the appropriate darts body for Disciplinary Proceedings to be considered

AMENDMENTS AND ADDITIONS

The WDF Executive reserves the right to amend, add to, or delete, any of the WDF Europe Cup Rules at any time to meet any purposes deemed to be necessary by the WDF Executive.

Such changes may be made either before or during the event.

REVISION NOTES

Revision 16

Complete revision of the WDF Europe Cup Format and Playing Rules